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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



# SO YOU'RE A BEGINNER— SIMSAFARI BASICS

---

Roger, Ranger. Welcome to Africa. We've got a few things to tell you, then you're on your own. Well, that's not totally true. The advisors in SimSafari are eager to help you. But as the Safari Ranger, the people and wildlife of the savanna are depending on you!

So fill up your water bottle, stock up on sunscreen and put on your hat—it's time for your walk in the wild!



## GETTING STARTED

1. For help with installation, minimum system requirements and starting the game, see the SimSafari Reference Card.
2. When you start SimSafari, the short intro will get you grooving in the vibe of the African savanna. Click to skip it.



3. Turn the tutorial on or off by clicking the tutorial lantern. It's a good idea to use the tutorial the first few times you play SimSafari. Don't worry. You can turn it off mid-game if you want.



4. Pick a game type: *Start a new park*, *Play a saved park*, or *Play a mission*. A mission is a challenge like reviving an endangered species or bringing back a burned safari camp. If you choose to *Play a saved park* or *Play a mission*, skip to A *Quick Look Around* on page 6.

5. If you've chosen to start a new park, you will be prompted to choose a park map. Clicking on *Display a new map* will show you maps with varying amounts of water. (You can add or take away water later in the game... at a price.) When you're happy with the map that's showing, click it to move on.



6. Choose a difficulty level: *Easy* or *Hard*. *Easy* gives you more money to start with, so you'll have more room to make mistakes. Managing a safari is never THAT easy, so picking *Easy* is a pretty smart move, especially when you're just getting started.



7. Decide whether you want to start your park with or without plants and animals. Starting with some plants and animals is a little truer to life, and it gives you a head start. Starting with no plants and animals is more work, but it lets you control every plant and animal in your park. (You never have total control. Certain plants and animals will attract other species into your park.) When you click your selection, the game will start.



## A QUICK LOOK AROUND

Three Main Areas: the Park, the Camp, and the Village

As Safari Ranger, you'll be building, maintaining, and watching over a wildlife park, a tourist camp, and a local African village. They're not in the same place, so click one of these buttons to go to whichever you'd like to visit.



**The park.** Manage your plant and animals species. Discover what animals eat and who eats them.



**The camp.** Set up accommodations for people on a safari vacation. If you manage it well, you'll make money that will allow you to buy more plants and animals for your park.



**The village.** You don't control the village like you control the camp and the park. (The villagers are quite capable of that themselves, thank you very much.) But you can see how your efforts effect the local population, and you can hire staff for your camp.



# THE MAIN SCREEN

You'll spend most of your time in the main screens of your park, camp and village. They have similar controls, so once you get the hang of the park screen, you'll probably be able to get around the camp and the village pretty well.

Click one of these icons in the park view or camp view to get a row of picture "cards" at the bottom of your screen. Click it again to hide the row of cards.

Your star rating shows you how well you're doing as a Safari Ranger.

Hide/show the menu bar.

Click to see a close-up and get more info about a plant or animal.

Click on the net and then on any animal species you'd like to remove.

Get rid of pesky burned buildings and other unwanted items with the bulldozer. Just click the bulldozer and then anything you'd like to get rid of. Some structures can't be bulldozed.

Jump from here to there using the map. Find out more on page 8.



Tells you how much money you have.

Go to the village, park, or camp.

Click here to see more choices.

Click to consult the advisor. Find out more on page 13.

Tells you whether it's rainy season or dry season.

Click the card showing what you want to place. Click in your park to place the item.



Having trouble placing something? Are you putting it in its natural habitat? (Some species can only live in the water.) Do you have enough cash? Is the land clear of other things?

## MOVING AROUND

### Scrolling



When you move the cursor to any edge of your screen, it will become an arrow with a zebra pattern. Click to scroll in that direction. Or click and hold to keep scrolling. You can move up, down, sideways, and diagonally.

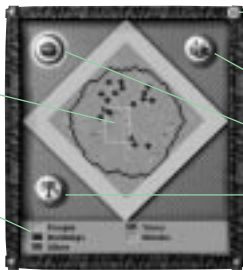
### Using the Map



If you want to jump to a certain spot (or if you want to figure out where all your people or animals are), click the map icon. It will bring up an overview of the whole area.

Click anywhere to center the rectangle on the spot you'd like to go to.

Use the map key to figure out what the dots represent.



Click here to close when you're in the right spot.

Go to the camp.

Go to the village.

Go to the park.





## Binoculars



Even on a real safari, it's a good idea to keep your distance from the animals. Try the safer and less intrusive approach: click the binoculars and then click the species you'd like to see up close.

Click to repeat an animal's action.

Refresh your memory of the field guide text by clicking on *Species Information*.



Close the window.

## ACTIVATING AND USING THE MENU

Safari Disasters Options About



To activate the menu, click the arrow at the upper left-hand corner of the screen. Click it again to hide the menu. The appearance of the menu will be slightly different on Macintosh, but the functions are the same except when noted otherwise.



## Safari



Select to minimize the game in Windows 95.

Start a new game.

Open an existing game.

Select **Save...** to name your SimSafari file and save it where you want.

Select **Page Setup...** to select a printer and adjust its settings.

Select **Print...** to get the Print dialog box. From here you can print some or all of your park, village or camp.

Select **Exit** to leave SimSafari, or select **Quit** on your Macintosh.

**WHEN TWO ELEPHANTS FIGHT, IT IS THE  
GRASS THAT SUFFERS.**

—AFRICAN PROVERB, UGANDA



## Print Dialog Box

Click here if you want your printed park, with all pages assembled, to be roughly 8.5 x 4.5 feet (you could almost wallpaper your room with that!). Be prepared: printing your entire park will tie up your printer for a while.

Pages with diagonal lines through them will not print. Click on any page to select or deselect it for printing.

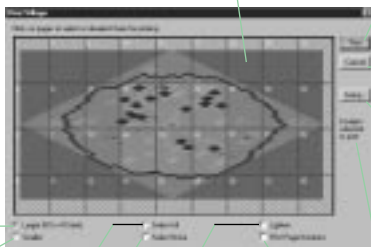
Click here once you've made all your printing decisions.

Click here if you don't want to print at this time.

Click here if you want to get the Page Setup... dialog where you can select a printer and adjust its settings.

This shows you the number of pages that are selected to print.

Click here if you want the page numbers to show on your printout.



Click here to print your park approximately one-third to one-half the size of the "larger" size, depending on your printer.

Click here if your printout is too dark. (This sometimes happens with black and white printers.)

Click here to select all the pages to print.

Click here to deselect all the pages. This is useful when you only want to print a few pages. Then click again on the specific pages you want to print.



## Disasters

In SimSafari, disasters happen when you least expect them.

### Disasters

Fire

Locusts

Drought

No Disasters

If you want a disaster and you want it now, unleash the disaster of your choice by selecting it.

If you don't want any uninvited disasters, select *No Disasters*.

## Options

### Options

Pause Simulation

Sound Off

Background Sounds Off

Hide Interface

✓ Tutorial Off

Select *Pause Simulation* to stop the simulation. (You'll still be able to build, but the park won't grow, and you won't earn any money.)

Select *Sound Off* if you'd rather build your park without animal or people sounds.

Select *Background Sounds Off* to turn off sounds like music.

Select *Hide Interface* if you'd like to kick back and watch the world go by without buttons blocking your view.

If there is a checkmark next to *Tutorial Off*, it is off. If you'd like to turn it on, select it to remove the checkmark.

## About

### About

About SimSafari...

Select *About SimSafari...* (or select *About SimSafari* in the Apple menu of your Macintosh) if your cousin helped design this game and you want to see her name, or if you're just curious about the fascinating folks who put SimSafari together.



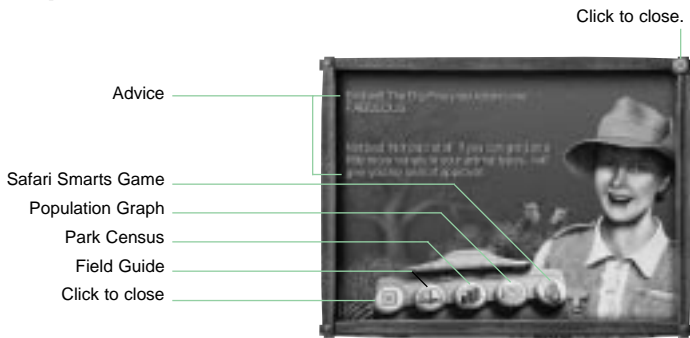
# THE ADVISORS

Repeat ten times: “Listening to advisors is the smart thing to do.” Really, one of the best ways to improve your gameplay is to get lots of advice. And, hey, it’s free. There’s an advisor in each of the three areas: an ecologist in the park, a business manager in the camp, and an elder (a wise person) in the village.

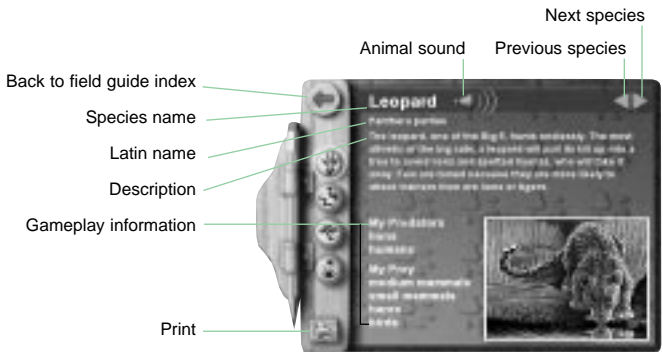
## THE ECOLOGIST



Consult the ecologist by clicking the advisor button in the park view.



Go to the field guide to learn about your favorite plants and animals. Find out how they got their names. Listen to animal sounds.



## Park Census

Visit the park census to see how many of each species there are in your park. Select a species and click the food web button to see which species it eats and which species eat it.

Back to ecologist

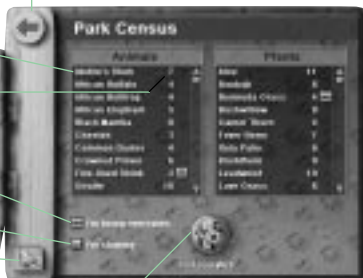
Species name  
Number of this  
species in your park

This species is  
getting eaten up

This species  
needs more food

Print

Show the food web for the  
selected species



## Food Web

Back to census

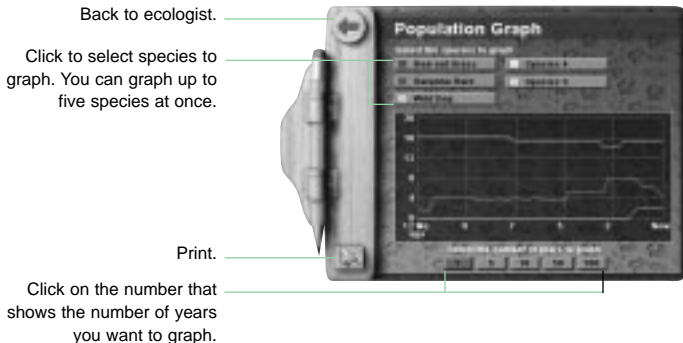
Shows the animals  
that eat this species  
and the number of  
each in your park

Shows what your  
species will eat  
and the number of  
each in your park

Print



## Population Graph



Graphing can be particularly helpful if you want to see how different species affect each other. Pick a species to investigate and then plot it along with its food sources and predators to see how they interact. Or if you suspect that two species are competing with each other for food, plot them together to confirm.





## Safari Smarts

Need something to do while you're waiting for your camp to make money? Safari Smarts is a good place to hang out while you test your knowledge of African species.

Back to ecologist.

Try to get  
the high score.

Play a game of  
20 questions.

Race the clock.



Time remaining or  
question number.

Back to start.

Score.

Click here for a  
hint, but you'll  
give up one point.

Pick an answer.  
Get it right and you'll  
get two points. No  
points if you're wrong.



# THE BUSINESS MANAGER



You find the business manager by clicking the advisor button in the camp view.

Exit to the camp.

Your advisor will give you whatever advice she thinks is most critical, but if you're wondering about something specific, click the Detailed Business Advice button.

Click the accounting button to find out how much money you've burned through this year.



## Detailed Business Advice

Back to the business manager.

Click accommodations, wildlife, or employees to get advice about a specific area.



## Accounting

Back to the business manager.

Click here to get more or less detail.



**ONE SHOULD NEVER RUB BOTTOMS  
WITH A PORCUPINE.**

—AFRICAN PROVERB, AKAN



# THE VILLAGE ELDER



You consult with the village elder by clicking the advisor button in the village view.

## Hire or Lay Off Staff

Click to hire or lay off staff for your camp.

Exit to the village.



Back to elder.

Shows how many cooks you have working for you now.

Tells you how many more cooks you need to hire to run your current camp facilities.

Type in the number of cooks you'd like to hire.

Type in the number of cooks you'd like to lay off.

Shows how much money you're spending on cooks' salaries each month.

| Hire or Lay Off Staff |              |                |                   |              |
|-----------------------|--------------|----------------|-------------------|--------------|
| Transaction           | Hire/Lay Off | Number to Hire | Number to Lay Off | Monthly cost |
| Hire                  | 1            | 0              | 0                 | \$0          |
| Lay Off               | 1            | 0              | 0                 | \$150        |
| More                  | 1            | 0              | 0                 | \$150        |
| Less                  | 0            | 0              | 0                 | \$0          |
| More                  | 0            | 0              | 0                 | \$0          |
| Less                  | 0            | 0              | 0                 | \$0          |
| Total                 |              |                |                   | \$300        |

[Hire] [Lay Off]



## HINTS AND TIPS

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Your overall star rating is based on how well you're doing in all three of the safari areas: the park, the village, and the camp.

### ATTRACTING HAPPY CAMPERS

- Some accommodations require staff to run them. Hire staff in the village.
- You need to take care of all of people's basic needs before they'll come. (This includes eating, sleeping, bathroom, and transportation.)
- For each kind of "need" there are three different ways to fulfill it: a simple way, an improved way, and a luxury way. People are happier (and you can charge more) with more luxurious accommodations.
- People care about seeing five species, sometimes referred to as "The Big Five": lions, buffalo, elephants, rhinos, and leopards. Try to have a decent number of each so that people have a good chance of seeing them during their visits.
- People care about seeing a variety of species. The greater the variety, the happier they are.
- People in the camp can't drive through the park unless you build roads that go to the edge of the camp and the edge of the park.
- If there are no paths to accommodations, people won't use them.

Want more? Get more obvious hints on page 25.



## PLEASING THE VILLAGE

- You can get a good idea of how your village is doing by looking at it. If the village has been able to build things like schools and wells, it's probably doing pretty well.
- If you have a thriving camp, the village will make money from land rent and profit sharing that will allow them to expand.
- If villagers lose their jobs too many times (because you run out of money or lay them off), they won't want to work for you any more.
- If you have a lot of big animals in your park, they may destroy the villagers' crops. If so, you'll need to make sure that you have plenty of jobs for villagers in your camp.
- If there is a drought, crops may be destroyed.
- If the village is not thriving, villagers may poach your park's animals to make money.

**THE DISOBEDIENT FOWL OBEYS IN A POT OF SOUP.**

—AFRICAN PROVERB, BENIN-NIGERIA



## MAKING YOUR WILDLIFE PARK HOWL

- Species will appear in your park even if you didn't place them there. That's because you have placed something that attracted them.
- Consult the food web to find out who eats what. When you place an animal, make sure there's food for it.
- Watch your populations closely. If a species is spreading too quickly, you may have to place more of its predators.
- There are two main seasons in Africa: rainy season and dry season. Many plant species turn brown during dry season. But if a plant, shrub or tree stays brown through the wet season, it's probably dead.
- Some animals eat insects, but you can't place insects in your park. Insects come with grasses, shrubs and trees.
- You don't have to watch your park go up in flames. Keep a fire under wraps by bulldozing or placing water around it.
- Ground devastated by a locust invasion can be cleared up with the bulldozer.
- Some animals like to herd. If there aren't enough of its species around to herd with, they'll be less happy.
- Animals need to be able to find food nearby.
- If there are too many animals in a small area, they will be competing for the same food.



# TROUBLESHOOTING FOR THE TROUBLED RANGER

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## MY WARTHOGS ARE DYING

So you're having trouble keeping a species alive? (Let's say it's the warthogs.) Reach in to your bag of tricks to figure out the problem.

- 1. Maybe it's a finicky eater.** Go to the food web to find out what it eats. Select your species in the census, and click the food web button to see more. (Warthogs think that grass is scrumptious.)
- 2. What's eating you, warthog?** While you're in the food web, find out what other animals eat this species. (Wild dogs are one of a warthog's predators.)
- 3. Dinner: I want it now and I want plenty of it.** Note how much food is available. (Most species aren't too picky. They'll eat anything on their list, even if they had it the night before!)
- 4. Yikes! Don't let them get me!** Also note how many of the species' predators are in your park. It's okay to have a few predators. But if your wild dog population outnumbers your warthogs, it spells big trouble for warthogs.
- 5. Fix it.** Go back to your park and change whatever you think will make a difference. Figure out how to support species that warthogs eat. Remove wild dogs with the net or try to find predators that will eat wild dogs but not warthogs.





6. **Watch a while** to see how your changes affect the wildlife balance of your park. Get the play-by-play update in the census or the graph.
7. **Hey! She took my food!** If your warthogs still aren't doing well, it's possible that they're competing for food with another species that eats the same thing. This is where the detective work gets a little trickier. Go to the census and try to discover which species might be hogging all the food. Check their food webs to see whether they eat the same things as warthogs.

**UNTIL LIONS HAVE THEIR OWN  
HISTORIANS, TALES OF THE HUNT  
SHALL ALWAYS GLORIFY THE HUNTER.**

—AFRICAN PROVERB, IGBO, NIGERIA

## WHERE HAVE ALL THE CAMPERS GONE?

If you build it, they will come. But sometimes they don't. And that's just plain frustrating. If you're having trouble getting people to come to your camp, read the Attracting Happy Campers section on page 21. Some people think that part of the fun of a simulation is trying to guess what all the rules are. If you're not one of these people, read on.



## CAMP CHEATS

|                       | BASIC                  | IMPROVED               | LUXURY                |
|-----------------------|------------------------|------------------------|-----------------------|
| <b>LIVING</b>         | tent                   | cottage                | lodge                 |
| serves up to          | 2                      | 4                      | 30                    |
| staffing needs        | 0                      | 1 attendant            | 10 attendants         |
| <b>EATING</b>         | picnic table           | dining hall            | luxury dining hall    |
| serves up to          | 8                      | 20                     | 30                    |
| staffing needs        | 0                      | 2 cooks                | 5 cooks               |
| <b>BATHROOM</b>       | outhouse               | shower                 | (included in lodge)   |
| serves up to          | 10                     | 8                      | -                     |
| staffing needs        | 0                      | 0                      | -                     |
| <b>TRANSPORTATION</b> | 2-door                 | 4-door                 | van                   |
| serves up to          | 8                      | 8                      | 5                     |
| staffing needs        | 1 driver               | 1 driver               | 1 driver              |
| <b>EXTRA STAFF</b>    |                        |                        |                       |
| Scout                 | 1 for each 8 tourists  | 1 for each 6 tourists  | 1 for each 4 tourists |
| Naturalist            | 1 for each 24 tourists | 1 for each 12 tourists | 1 for each 6 tourists |

### EXTRA ITEMS

|              |             |             |             |
|--------------|-------------|-------------|-------------|
| Pool         | 1 attendant | 1 attendant | 1 attendant |
| Hot Tub      | 1 attendant | 1 attendant | 1 attendant |
| Amphitheater | 1 attendant | 1 attendant | 1 attendant |



# BECOMING A FIVE-STAR RANGER

So you've created a park that's bursting with hippos and can't figure out why you only have one star? Read on to find out what matters in the star rating. If you'd like to try to figure out how to get five stars yourself, skip it. Or if you want to do your own thing and ignore the stars completely, more power to you.

## STAR BY STAR: WHAT THE RATINGS REQUIRE

| RATING       | REQUIREMENTS   |
|--------------|--|
| ★            | 15 or more different species<br>or<br>some tourists in the camp  |
| ★★           | 15 or more different species<br>and<br>some tourists in the camp |
| ★★★ TO ★★★★★ | one extra star for each advisor who is happy                     |

### What Makes the Advisors Happy

- The ecologist likes your park to have high biodiversity, five of each of the Big Five species, and low poaching.
- The business manager likes your camp to have low vacancies, a good number of visitors, and adequate staff. And she likes for you to make more money than you spend.
- The village elder likes the village to have health and public services for people and likes the villagers to be employed.



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---

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**Quality Assurance:** Anatol Somerville, Benjamin Crick, Etienne Grunenwald, Daniel Hiatt, Bobby Joe, Michael Jung

**THE FROG DOES NOT JUMP IN THE  
DAYTIME WITHOUT REASON.**

—AFRICAN PROVERB, NIGERIA



# SIMSAFARI ON THE WEB

[HTTP://WWW.MAXIS.COM/GAMES/SIMSAFARI/](http://www.maxis.com/games/simsafari/)

Activities

Games

Off computer activities

More ways to find out about  
the African savanna



## PARENTS AND TEACHERS!

Download the Teacher's Guide for more activities  
to try with your kids.

**THE FAMILY IS LIKE THE FOREST: IF YOU  
ARE OUTSIDE IT IS DENSE, IF YOU ARE  
INSIDE YOU SEE THAT EACH TREE HAS ITS  
OWN POSITION.**

—AFRICAN PROVERB, AKAN



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